

CLAIMS AMENDMENTS

1 – 20 (Canceled)

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BIS
21 (Currently Amended) A gaming device configured to allow a player to play a primary game and a countdown game, said countdown game comprising:

AI
(a) a countdown indicator comprising a plurality of stop positions all of which are visible and configured such that a single stop position may be visually indicated, said countdown indicator changeable from one indicated stop position to another indicated stop position upon an occurrence of a game event ~~responsive to game events generated by the said~~ primary game;

(b) a prize value indicator comprising a plurality of values configured such that a single value may be visually indicated, said prize value indicator changeable from one indicated value to another indicated value upon occurrence of said game event, ~~configured to a~~ ~~indicate~~ said indicated prize value to be ~~accumulated~~ added into an accumulated prize value;

~~(c) a countdown indicator adjuster configured to be able to change said countdown indicator from one indicated stop position to another indicated stop position upon occurrence of said game event adjust said countdown indicator; and~~

~~(d) a ~~collection~~ display configured to indicate said accumulated prize value, said accumulated prize value awarded to said player ~~upon a predetermined game event~~ when a winning stop position is indicated by said countdown indicator at a final position.~~

M 22 (Currently Amended) The gaming device of claim 21, wherein each of said plurality of stop positions is identified either as a winning stop position or a non-winning stop position, ~~said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position.~~

23 (Original) The gaming device of claim 21, wherein said plurality of stop positions further comprises an initial position, said countdown indicator further configured to reset to said initial position when said primary game generates a non-triggering game event.

24 (Original) The gaming device of claim 21, wherein said countdown indicator is further configured to adjust a predetermined number of stop positions when said primary game generates a triggering game event.

25 (Currently Amended) The gaming device of claim 21, ~~wherein said prize indicator and said countdown indicator adjuster are activated only when said primary game generates a triggering game event~~ wherein said plurality of stop positions further comprise an initial stop position, a final stop position, and where all stop positions form a fixed sequence of stop positions from said initial stop position to said final stop position, and where said final stop position is a winning stop position.

26 (Canceled)

Al 27 (Currently Amended) The gaming device of claim 26~~1~~, wherein said prize value indicator changeable from one indicated value to another indicated value upon occurrence of said game event further comprises initiating said changing of indicated values when said game event occurs, and where said another indicated value is based on prize indicator is further configured to indicate one of said prize values according to a random event.

28 (Currently Amended) The gaming device of claim 26~~1~~, wherein said prize value indicator changeable from one indicated value to another indicated value upon occurrence of said game event further comprises initiating said changing of indicated values when said game event occurs, and where said another indicated value is based on a prize

indicator is further configured to indicate one of said prize values according to a predetermined result as drawn from a finite pool of outcomes.

29 - 30 (Canceled)

31 (Currently Amended) The gaming device of claim 29¹, wherein said countdown indicator adjuster configured to be able to change said countdown indicator from one indicated stop position to another indicated stop position upon occurrence of said game event further comprises initiating said changing of indicated stop positions when said game event occurs, and where said another indicated stop position is a stop position selected based on is further configured to indicate one of said stop adjustments according to a random event.

32 (Currently Amended) The gaming device of claim 29¹, wherein said countdown indicator adjuster configured to be able to change said countdown indicator from one indicated stop position to another indicated stop position upon occurrence of said game event further comprises initiating said changing of indicated stop positions when said game event occurs, and where said another indicated stop position is a stop position selected based on is further configured to indicate one of said stop adjustments according to a predetermined result as drawn from a finite pool of outcomes.

33 (Canceled)

34(Currently Amended) The gaming device of claim ~~33~~21, wherein said countdown game is configured to determine the stop position of said countdown indicator only after said countdown indicator adjuster has adjusted said countdown indicator.

35 (Currently Amended) The gaming device of claim ~~34~~21, wherein said countdown indicator comprises a first wheel, said prize value indicator comprises a second wheel, and said countdown indicator adjuster comprises a third wheel.

36 (Original) The gaming device of claim 35, wherein said countdown game further comprises a payline indicator across each of said first, second and third wheels.

37 (Original) The gaming device of claim 35, wherein said first, second and third wheel comprise concentric wheels.

38 – 51 (Canceled)

52 (Currently Amended) A gaming system including a plurality of gaming ~~device~~
devices, each gaming device configured to allow a player to play a primary game, said gaming system further including a countdown game in communication with each of said gaming devices, said countdown game comprising:

(a) a countdown indicator comprising a plurality of stop positions all of which are visible and configured such that a single stop position may be visually indicated, said countdown indicator changeable from one indicated stop position to another indicated stop position responsive to upon an occurrence of a game event ~~game events~~ generated by the any one of said primary game games;

81 (b) a prize value indicator comprising a plurality of values configured such that a single value may be visually indicated, said prize value indicator changeable from one indicated value to another indicated value upon occurrence of said game event, ~~configured to a~~ ~~indicate~~ said indicated prize value to be accumulated added into an accumulated prize value;

(c) a countdown indicator adjuster configured to be able to change said countdown indicator from one indicated stop position to another indicated stop position upon occurrence of said game event ~~adjust said countdown indicator~~; and

(d) a ~~prize collection~~ display configured to indicate said accumulated prize value, said accumulated prize value awarded to at least one said player upon a predetermined game event when a winning stop position is indicated by said countdown indicator at a final position.

53 (Currently Amended) The gaming system of claim 52, wherein each of said plurality of stop positions is identified either as a winning stop position or a non-winning stop position, ~~said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position.~~

54 (Currently Amended) The gaming system of claim 52, wherein said countdown indicator further comprises an initial stop position, and a final stop position and where all other stop positions form a sequence of stop positions, and where said stop position adjusting further comprises adjusting ~~is further configured to adjust a predetermined number of stop positions upon an occurrence of said game event generated by any one of said primary games when said primary game generates a triggering game event.~~

55 - 57 (Canceled)

58 (Original) The gaming system of claim 52, wherein one of said prize values is a progressive award.

59 (Original) The gaming system of claim 58, wherein at least one of said stop positions is identified as a progressive win stop position, said countdown game further configured to award said progressive award to said player when said countdown indicator stops on said progressive win stop position.

60 (Currently Amended) A method of playing a gaming device having a primary game and a countdown game, the countdown game having a countdown indicator comprising a plurality of stop positions all of which are visible and including at least one winning stop position and at least one non-winning stop position, said method comprising:

adjusting said countdown indicator a predetermined number of stop position when a triggering event occurs on the primary game;

indicating a prize value from a plurality of prize values;

aggregating said indicated prize value into an aggregated prize value;

indicating a stop adjustment from a plurality of stop adjustments, said stop adjustment

indicating a number of stop positions to adjust said countdown indicator;

adjusting said countdown indicator according to said indicated stop adjustment;

determining a "final" stop position of said countdown indicator; and

awarding said aggregated prize value when said "final" stop position of said countdown indicator is a "winning" stop position.

61 (Original) The method of claim 60, wherein said countdown indicator further comprises an "initial" stop position.

62 (Original) The method of claim 61, further comprising resetting said countdown indicator to said "initial" stop position and said accumulated prize value to zero after awarding said accumulated prize value.

63 (Original) The method of claim 61, further comprising resetting said countdown indicator to said "initial" stop position and said accumulated prize value to zero when a non-triggering event occurs on the primary game.

64 (Original) The method of claim 61, further comprising resetting said countdown indicator to said "initial" stop position and said accumulated prize value to zero when said indicated stop adjustment is a reset stop adjustment.

65 (Original) The method of claim 60, further comprising indicating said accumulated prize value via a prize display.

66 (Currently Amended) A gaming device configured to allow a player to play a primary game and a ~~countdown~~ secondary game, said ~~countdown~~ secondary game comprising:

a first, a second, and a third concentrically mounted wheel, each wheel having a plurality of stop positions located at an approximately equal distance from a center axis such that each wheel's stop locations are visible to a player and are visually distinct from each other wheel's stop locations, and where said secondary game further comprises at least one indicator configured to visually indicating a stop position on each of said wheels;

(a) where said first wheel is a countdown wheel comprising a plurality of stop positions and is rotatable such that said indicator may visually indicate a next stop position after rotating upon an occurrence of a game event generated by said primary game, and where each of said plurality of stop positions is identified either as a winning stop position or a non-winning stop position;

(b) where said second wheel is a prize value wheel and is rotatable such that said indicator may visually indicate a next stop position after rotating upon said occurrence of said game event generated by said primary game, and where each of said stop locations further comprises a prize value, and where said prize value is added to an accumulated prize value in accordance with said prize value of said next stop position configured to a indicate prize value to be accumulated into an accumulated prize value, said countdown game configured to award said accumulated prize value to said player when said countdown indicator stops on a winning stop position;

(e) where said third wheel a countdown adjuster wheel and is rotatable such that said indicator may visually indicate a next stop position after rotating upon said occurrence of said game event generated by said primary game, and where each of said stop locations further comprises one of a number of stop positions to rotate said first wheel, or, a number of stops positions and a direction to move said first wheel configured to adjust said countdown wheel; and

(d) a prize collection an accumulated prize value display configured to indicate said accumulated prize value, said accumulated prize value awarded to said a player upon a predetermined game event when said countdown indicator stops on a winning stop position.

67 (Currently Amended) The gaming device of claim 66, wherein said plurality of stop positions on said countdown wheel further comprises an initial position, said countdown wheel further configured to reset to said initial position when said primary game generates a non-triggering game event.

68 (Currently Amended) The gaming device of claim 66, wherein said countdown wheel is further configured to adjust rotate a predetermined number of stop positions when said primary game generates a triggering game event.

69 – 72 (Canceled)

73 (Currently Amended) The gaming device of claim 66, wherein said secondary game's stop position indicator ~~countdown game~~ further comprises a single payline indicator across ~~each of~~ said countdown wheel, prize value wheel, and countdown adjuster wheel.

74 (Canceled)

75 (New) A gaming device configured to allow a player to play a primary game and a secondary game, said secondary game comprising:

A (means for providing a plurality of win-or-no-win positions, all of which are visible and configured so that each may be visually indicated;

means for indicating one win-or-no-win position from said plurality of win-or-no-win positions;

means for changing to a next indicated win-or-no-win position upon an occurrence of a secondary game event on said primary game;

means for providing a plurality of movement positions, configured so that each may be visually indicated and where each movement position corresponds to a further change in said next win-or-no-win position;

means for selecting and indicating one of said plurality of movement positions upon said occurrence of said game event;

means for making a further change in said win-or-no-win position based on said indicated movement position;

means for providing a plurality of prize values, configured so that each may be visually indicated and where each corresponds to a value;

AI means for selecting and indicating one of said plurality of prize values upon said occurrence of said game event;

means for adding said indicated prize value to an accumulated total prize value;

means for awarding said accumulated prize value to a player when said indicated win-or-no-win position is a win position.

76 (New) The gaming device of claim 75, wherein said plurality of win-or-not-a-win positions further comprises an initial position, said initial position being a no-win

position, and said secondary game further comprises a means to reset to said initial position when said primary game generates a specific game event.

77 (New) The gaming device of claim 76, wherein said plurality of win-or-no-win positions form a linear sequence of win-or-no-win positions starting from said initial position and ending at an end position, where said end position is a win position.

78 (New) The gaming device of claim 77 where said means for changing to a next indicated win-or-not-a-win position further comprises advancing a specified number of positions along said liner sequence.

79 (New) The gaming device of claim 75 where said means for selecting and indicating one of said plurality of prize values further comprises indicating a prize value whose value is based on a random event.

81 (New) The gaming device of claim 75 where said means for selecting and indicating one of said plurality of prize values further comprises indicating a prize value whose value is based on a result as drawn from a finite pool of outcomes.

82 (New) The gaming device of claim 75 where said means for selecting and indicating one of said plurality of movement positions further comprises indicating a movement

position whose effect on said making a further change in said win-or-no-win position is based on a random event.

83 (New) The gaming device of claim 75 where said means for selecting and indicating one of said plurality of movement positions further comprises indicating a movement position whose effect on said making a further change in said win-or-no-win position is based on a predetermined result as drawn from a finite pool of outcomes.

84 (New) The gaming device of claim 75 wherein said means for providing a plurality of win-or-no-win positions, configured so that each may be visually indicated further comprises a first wheel, said means for providing a plurality of movement positions further comprises a second wheel, and said means for providing a plurality of prize values further comprises a third wheel.

85 (New) The gaming device of claim 84 wherein said countdown game further comprises a payline indicator across each of said first, second and third wheels.

86 (New) The gaming device of claim 84 wherein said first, second and third wheel comprise concentric wheels.